

RhytmWiz's FAQ and Guide for MH : Rise Swag Axe FAQ

1. What is the recommended gear progression?

You can run whatever for LR or Village Quests since they are meant to be easy. All LR equipment will immediately get overshadowed by HR equipment. For minmaxing, a good starter weapon is Bone Axe in LR. Keep upgrading through the tree until Maximal Gasher. Other choices like Arzueros Axe can be used but fall behind pretty hard after Magnamolo, which has one of the best trees.

Skills to run are Bludgeoner from Bullfango Mask because free 1.05x damage, and Crit Eye from Izuchi, Kamura, Barioth Coil etc. Further Bludgeoner is locked in Tigrex unfortunately, which is after Magna (Village Quest *6) close to the end of LR and start of HR. Any LR equipment is usually thrown aside for far superior HR armors.

During HR, proceed with Bone tree with lvl 3 Bludgeoner from Bullfango Mask and Volvidon Waist, and as usual as much Crit Eye as you can get.

During HR, be the lookout for these good armor pieces :

- Ingot Greaves S
- Skalda or Spio Elytra Waist S (both materials require Toxic Kumori from the Argosy's trade request, specifically Herb category)
- Rathalos Braces S
- Zinogre Helm S and Zinogre Mail S
- Almudron Helm S and Almudron Mail S
- Golden Hakama (Rajang leg).

Depending on your charm, you can mix and match the armor, but Weakness Exploit charm is valuable because of the lack of good armor around it.

There is a point where you can get Atk Boost 4, which is incredible value. This can be achieved as early as Ingot Greaves / Hunter Greaves + Barroth Arm.

Weakness Exploit is one of the best offensive skills. This can be obtained as early as Zinogre equipment, Elytra, and Remobra Feet.

2. What Switch Skill should I use?

Invincible Gambit

An initial Switch Skill that delivers 3 powerful Axe attacks on monsters, exchangeable with Soaring Wyvernblade. The move has hyper armor that last from beginning to the end and move in respectable distance. Mainly used to counter roar or trade blow with monsters. This is fine usage in LR but monsters will hit really hard right in HR. Use caution during HR for trading blows. There are first hits midway and the final 2 hits. The 3rd hits can be redirected in 180 degree from your first orientation. This is worse repositioning tool than Soaring because it don't cover horizontal and cant get over obstacle in the way and you also cannot amp with it.

After animation end, you have 2 option :

1. Roll forward or slower backward, or sidestep left and right. This can lead to Advancing Overhead Slash. You can't immediately roll or hop after Soaring Wyvernblade animation ends for comparison.
2. Morph to stationary Overhead Slash in 360 directions. This is worse than Soaring Wyvernblade because they have Morph Side Slash which covers more distance than stationary Overhead Slash.

Overall this is preferences which Switch Skills you want. If you have trouble with roar use this, if you want to trade blow and continue DPS use this. Remember if you use ZSD you cannot have insane Soaring Wyvernblade recovery. So for non ZSD spam matchup you also can use this instead,

Forward Slash

This thing exist? All I know is Forward Overhead Slash.

Finishing Discharge

Elemental Discharge suck, Zero Sum Discharge good. Exchangeable with Compressed Discharge.

Zero Sum Discharge can be used when fully amped with X + A near the monsters. Recommended to start with A (Double Slash, Triple Slash, Heavenward Flurry) then ZSD because without it you will do pulling animation that is longer and waste DPS time. ZSD deals double the damage of Compressed Discharge but consumes so much sharpness and meter as well. This is a better combo finisher than Compressed Discharge but more risky as you latch to monsters and still receive damage even with Hyper Armor. Use Soaring Wyvernblade immediately for faster recovery. The Hyper Armor activates as soon as you latch but certain monster attack still knock you down like Narwa's purple beam.

Soaring Wyvernblade aka Pythagorean Blade

Unlocked by Village Quest *2 Aknosom or by reaching Hunter Rank 2 in Hub. Speak to Master Utsushi at Gathering Hub.

It doesn't have Hyper Armor like Invincible Gambit but it can charge your sword amp considerably and generally is stronger due to its Discharge ignoring hitzones. You can even use it after ZSD finisher to continue your combo. Remember you only can dive if you have enough meter or nothing will happen.

You can immediately attack after the dive and can even redirect it 360 degrees. As such, this is a good combo starter to amp your sword and reposition all in 1 package. The only downside is it might be hard to aim but with practice it is feasible. The angle of diving is fixed so don't bother aiming up to increase distance travelled. You can delay the diving animation if you are too close. If you overshoot, remember you can redirect 360 degrees even with Direction + ZR, where you will morph to axe and move with respectable distance. With RM3 it is incredibly fast, and can continue with Advancing Overhead Slash. There is niche tech where if you have Rapid Morph, the Discharge finisher can benefit from it if you time the morph correctly as it explodes.

Forward Overhead Slash

Unlocked by crafting/upgrading 8 Switch Axe. Speak to Master Utsushi at Gathering Hub.

IMO a direct upgrade to stinky Forward Slash. It deals triple the damage, leads to Sword: Morphing Rising Slash, reaches higher, and covers a lot of distance. The only caveat is that it's slower.

Compressed Discharge

Unlocked by Hunter Rank 4 in Hub by completing a quest. Speak to Master Utsushi at Gathering Hub to unlock "Study the Switch Axe" quest.

Deals respectable damage and has hyper armor, but its HUGE downside is the meter cost. Small downside is that it launches your team and has a huge endlag. It will leave you out of Sword Mode most of the time. You can negate the cost with Switch Charger but you need distance first to not overshoot. I can't justify using this unless like in Rampage where monsters clump together and can gank you. This probably can be used as a safer combo finisher than ZSD during monster topple, but you need to use Switch Charger immediately after the endlag to continue attacking. But that will lead to lower overall DPS compared to BnB combo. Not recommended to use.

3. Why is Rapid Morph 3 so cool for SA?

It benefits morphing attacks by 20% more raw damage and 30% faster morphing animation. Morphing attack is generally associated with any ZR attack (except Wide Sweep), and one of them is the powerful Morphing Double Slash.

It is an attack by pressing ZR after any A attack in Sword Mode. 1st and 2nd hit has 30+60 mv respectively, and with Rapid Morph 3 it has a total of 108 mv, in addition to a faster animation. This leads to ZR > A > ZR or Morphing Overhead Slash > Double Slash > Morphing Double Slash (repeat) combo having 27% higher DPS, making it one of the strongest SA combos. In addition, you can morph roll and Advancing Overhead Slash faster: the first is for escape tech and the second is a gap closer. Morph roll is the Morphing Side Sweep you do when morphing during Sword Mode roll. It can be redirected in a 360 degree angle. Note that RM3 only affects raw damage.

4. How does each Phial differ ?

Power Phial increases your Sword Mode raw damage by 15%.

Power Element Phial increases your Sword Mode element damage by 45%, and if it is a status increase its status by the same amount.

Paralysis, Poison and Exhaust grant their status ailment in Sword Mode with given value.

Exhaust Phial Sword attack when hit head deal 5 stun, and dont have $\frac{1}{3}$ application chance like normal status weapon.

Poison and Paralysis still have $\frac{1}{3}$ application chance.

Dragon Phial imbued Sword Mode with Dragon elemental damage with given value.

Phial	Total Amp Generation needed
Power Phial	150
Element Phial	70
Paralysis Phial	100
Dragon Phial	50
Poison Phial	50
Exhaust Phial	70

Then there is the total amp needed to get Amped State. Each Sword attack generates different amp values, and each Phial has a different total amp needed to reach Amped State. The table beside this show how much you need,

5. What is the best combo to amp?

The fastest combo to amp Power Phial takes around 14 secs and is not realistically feasible even during a down. So it is desirable to use Wild Swing > Heavy Slam to activate Max Potency. Use Sword: Double Slash > Sword: Heavensward Flurry (I call this Amp Flurry) at any given opportunity to accumulate amp. Assuming the amp didn't decay, you would need 2 Amp Flurry and Sword: Overhead > Sword: Double Slash to fully amp. But in practice they do decay and you may need more Amp Flurry. The decay is 5 per 5 secs. So 1 Amp Flurry with Max Potency will need 65 ish secs to fully decay. And no, Focus doesn't make the Power Phial combo needed to amp any less.

All other Phial type can use Sword: Overhead > Amp Flurry > side step > Amp Flurry without the need for Max Potency. Poison Phial and Dragon Phial only need Sword: Overhead > Amp Flurry.

Moves	Amp Generation	With Max Potency
Sword: Overhead Slash / Axe: Morph Slash	5	6.5
Sword: Right Rising Slash	5	6.5
Sword: Left Rising Slash	5	6.5
Sword: Double Slash	5+10	6.5+13
Sword: Heavenward Flurry	10+23	13+29.9
Sword: Morph Rising Double Slash	5+10	6.5+13
Soaring Wyvern Blade (Discharge don't generate)	10+30	13+39
Element Discharge (Thrust)	1	1.3
Elemental Discharge (Ticks begin)	2	2.6
Elemental Discharge (Ticks end)	3	3.9
Element Discharge Finisher	30	39
Element Discharge Early Finisher	20	26
Compressed ED	15+20	19.5+26

Majority of Sword attack amp generation value.

Power Phial Amp Combo

In Axe mode A > A > A > X > ZR (become sword mode) > A > A > any hop > A > A

[HQ Gif Link](#)



Power Elemental/Exhaust Phial Amp Combo

In Sword mode X > A > X > A > A

[HQ Gif Link](#)



Paralysis Phial Amp Combo

In Sword mode X > A > A > any hop > A > A

[HQ Gif Link](#)



Poison/Dragon Phial Amp Combo

In Sword mode X > A > A Yes, that is it.

[HQ Gif Link](#)



6. I see some Rampage Skills without a concrete description. What those do actually?

Coating Switch Boost

Grant any morphing attack a special effect. For axe to sword, the phial effect buffed by 1.1x multiplicatively. E.g Power Phial raw multiplier $1.15 * 1.1x$. When morphing from sword to axe, give the full phial effect to the axe attack. E.g Morph Double Slash receive 1.15x Power Phial multiplier.

Silkbind Boost

Grant 10% total raw buff to Silkbind Attack.

Anti Aerial Species

Grant 5% total raw bonus to all Flying Wyvern, Aknosom, Pukei, Narwa, Ibushi. Probably I miss some.

Anti-Aquatic Species

Grant 10% total raw bonus to all Leviathan, Amphibian, Piscine Wyvern

Dragon Exploit

From the Japanese translation, it refer to:

鳥竜種 - Bird Wyvern

飛竜種 - Flying Wyvern

獣竜種 - Brute Wyvern

海竜種 - Leviathan

魚竜種 - Piscine Wyvern

牙竜種 - Fanged Wyvern

Grant 5% TOTAL RAW bonus only.. And no Elder Dragon doesnt.

Small Monster Exploit

50% boost to Small Monster.

The Flow of Switch Axe

Axe Basic Moves Showcase

<https://gfycat.com/limpingdistortedgrizzlybear>

Sword Basic Moves Showcase

<https://gfycat.com/faithfulcomposedafricanclawedfrog>

SA Moves Tables

<https://imgur.com/a/Kn60Y6w>

Optimal Play

An optimal Switch Axe playstyle involves DPS in Sword Mode and Axe mode for mobility. With addition of Rapid Morph, morphing is much faster and seamless. You will morph a lot more in Rise than previous games. You should ignore Axe mode attack except for Forward Overhead Slash, Heavy Slam (for max potency), and any morphing attack from Sword mode. The following is just few of the main loop combos.

Moves	Frames	Sec	Total MV	Total MV with Power Phial and Rapid Morph	MV/sec	Total MV/sec without Power Phial	Hit/sec
M.OS > Double Slash > M.Double Axe Slash	153	5.1	186	200.4	39.29412	36.47058824	0.980392
M.OS > Double Slash > M.Double Axe Slash with RM3	135	4.5	186	225.76	50.16889	46.75555556	1.111111
Overhead > Double Slash	85	2.833333	96	110.4	38.96471	33.88235294	1.058824
A>A>ZR>ZR with RM3	210	7		303.96	43.42286	39.77142857	1
ZR repeat	55	1.833333	55	71.76	39.14182	36.00000655	1.090909

What you want to see is MV/sec column. MV is Motion Value, a percentage set in particular moves that dictate damage dealt. MV/sec also thus mean damage per sec.

The second combo, which is the highest MV/sec refer to (from Axe or Sheathed) ZR > A > ZR repeat. This is bread and butter for CCed monsters. Can also start from Sword Mode A (Double Slash) instead for **shorter recovery** thus useful for when monster not downed.

[HQ GIF Link](#)



The 3rd combo is from Sword mode : X > A repeat

This is a **short** legacy combo that don't have much use when Rapid Morph ZR repeat exist. Only used if don't have access to Rapid Morph 3 or if the ZR repeat combo incapable of hitting exact part, or you need this combo to amp into Amp Flurry or just amping in general. One of BnB for when monster not downed.

The 4th combo incorporates Amp Flurry with Axe : Morph Double Slash to greatly amp and deal respectable damage at same time. They take so much time though to execute. Use this if you are not amped but want to finish your combo with ZSD, or just straight up A > A > ZSD. when time is short and you are near amped.

The 5th combo is for **very short opening** Combo so simple a monkey can do it. One of BnB for monster not downed. Save more meter than general sword combo.

Left/Right Rising Slash (X > X) can be used to reach higher places. Alternatively Axe mode Rising Slash (A+X) or Overhead (Neutral X) also can be used. After Left Rising Slash lead to Triple Slash with A, a longer commitment combo before finished with Sword : Morph Double Slash.

Note that you should change your damage rotation depending on the window of opening. It is better to cancel and reposition for better DPS uptime than missing Morphing Double Axe Slash hit because you were greedy. Skipping the initial moves like ZR > A > ZR into just A > ZR frontload where meaty hits are at short time. Basically you want to end sword combo with Sword : Morph Double Slash as much as possible, or directly into ZSD. The recommended combo also don't change regardless amped or not.

In Axe mode, Wild Swing x3 > Heavy Slam or A > A > A > X in axe mode will activate Max Potency. Otherwise it is a bad DPS.

You can end your combo during monster down with ZSD as monster will flailing around after wakeup but with ZSD you latch to monster and continue DPS uptime. Be warned as while you have hyper armor during this animation, it take too long to execute and monster can kill you.

Meter Gauge



Pay close attention to the meter on top left under your HP bar as it is an important resource. Each Sword mode attack will consume meter until it becomes zero by which you automatically revert to Axe mode. If you try to morph to Sword mode below the Meter Threshold, you will do Reload animation instead. Use Switch Charger (ZL + A) which negates meter cost for 10 seconds and restores half of the meter. The meter will regen VERY slowly otherwise, though you can restore the meter a bit by morphing to axe mode; it is still less effective than Switch Charger.

The outline of the meter signifies your amp generation and when fully covering the gauge, will activate Amped State. Colour orange when in Max Potency and White otherwise.

The double arrow signifies Max Potency activated by Heavy Slam, regardless if hit monster or not. This grant 30% more amp generation.

Amped Mode

Legacy starting from World, amped mode or amped state is a condition when your sword or axe discharging more pronounced electricity with associated Phial colour. Your meter gauge outline also turn blue. It last only for 45 secs



Amped mode grant you access to Zero Sum Discharge, where you latch to monster and by spamming X deliver 9 hits then end with powerful explosion that ignores hitzone. Amped mode also grant most Sword and Axe attacks with extra hits known as Phial Burst. This cannot crit, depend on hitzone and sharpness modifier, but also give roughly 20% more damage in standard damage rotation. The phial burst receive Phial full benefit regardless coming from Axe or Sword mode.

It is recommended to amp your sword first if you are non-Power Phial with the combo in Q5 for 20% more damage in general and access to ZSD. They have great uptime comparatively to Power Phial. Soaring Wyvernblade is also great for amp generation and you want to quickly reposition, deal mounting damage and deal huge chunks of damage.

For Power Phial, amped mode is less important because it takes too long to amp and have to time the amped mode along with a monster topple or CC. If you wrongly time the amped mode when the monster is flailing all over the place it will be a waste and you have to waste more time generating amp. Sparingly use the Amp Flurry combo and focus on getting as much damage as possible without amped mode.

Reposition and Mobility

With Rapid Morph 3, you have access to new wealth of mobility in the form of morphing. There is few tech :

1. Axe : Morph Slash (aka Sword Overhead Slash)

You transform from axe to sword mode then run forward and land Overhead Slash. Possible from axe mode neutral, walking, axe hop, axe roll, Axe:Side Slash,Sword : Morph Slash (this is axe attack blame capcom naming), and Axe : Forward Slash.

2. Sword : Morph Slash (aka Axe : Side Slash)

Bread and butter of mobility, you can morph to axe side slash with respectable distance and very fast with RM3. Possible from sword mode neutral, walk, Sword mode hop, sword roll (this tech named morph roll), Soaring Wyvernblade, ZSD early discharge. Note that you can redirect the morphing animation so you can sword roll > 180 morph. Good application is like when you overshoot the Soaring Wyvernblade.



[HQ Gif Link](#)

Switch Charger

Has 10 iframe and is activable after almost every attack. The iframe is during stationary animation though so you cant iframe lingering hitbox. Leap of Faith or just move out of way of such attack. Each Evade Window increases iframe by 1 to max of 15, which is still a stationary frame. Here is the iframe video : <https://gfycat.com/equatorialexcellentfirefly>

Sword Mode Hop

Possible after any Sword mode attack in 4 direction. Very short hop distance and only 5 iframes starting from beginning. Evade Extender 1 is enough to circumvent the short distance and any more is overkill. Hop lead to Sword : Morph Slash or Sword roll in any direction.